



V9938 MAP (PINS USED)

1	0V	17	C2	35	VBB	49	VRAM A0
2	DCLK	18	C1	36	D6	50	VRAM A1
3	DCLK	19	C0	37	D5	51	VRAM A2
4	VDS	20	0V	38	D4	52	VRAM A3
5	Hsync	21	CVID	39	D3	53	VRAM A4
6	CSync	22	G	40	D2	54	VRAM A5
7	BLEP	23	R	41	D1	55	VRAM A6
8	CRCLK	24	R	42	D0	56	VRAM A7
9	RESET	25	INT	43	VRAM B0	57	R/W
10	Y5	26	LP8	44	VRAM B1	58	VCC SW
11	CBDR	27	LPD	45	VRAM B2	59	CAS X
12	C7	28	A1	46	VRAM B3	60	CAS1
13	C6	29	A0	47	VRAM B4	61	CAS0
14	C5	30	CSW	48	VRAM B5	62	RAS
15	C4	31	CSR	49	VRAM B6	63	XTAL
16	C3	32	D7	50	VRAM B7	64	XTAL

# = TIE UP (IMPORTANT AS MOST ARE OPEN DRAIN)  
BLEP IS VERY CRITICAL AND MUST  
BE TIED UP FOR THE CHIP TO  
FUNCTION CORRECTLY

USE A 10n CAP BY EACH CHIP.

NOTE: THE V9938 IS A SHRINK DIP. ITS PIN SPACING DOES NOT MATCH THE  
INTERLOCK PROTO-CARD. CUT TWO SLOTS FOR THE PINS IN THE CARD. SECURE THE  
SOCKET WITH CORD AND WIRE WRAP ONTO THE PINS.

PORT MAP

	7	6	5	4	3	2	1	0	Port
	X	X	X	X	X	X	X	0	PORT0
	X	X	X	X	X	X	X	1	PORT1
	X	X	X	X	X	X	X	1	PORT2
	X	X	X	X	X	X	X	1	PORT3

DIL SELECT

INTERLOCK V9938 GRAPHICS VGA CARD  
VOL L  
BOB ELDORGE  
BUILT AND TESTED ON APRIL 88  
MARCH 1988

